MICROLITE 20 ELF LORDS

by Dr Bull

I have observed that there are very few role playing games for children and young adults, so I decided to make M20 Elf Lords. It's a world that captures the flavors of Harry Potter, Narnia, Brothers Grimm and The Hobbit. Please feel free to alter to your taste...

CHARACTER STATS

Strength (STR), Dexterity (DEX), and Mind (MIND). Split 5 stat bonuses between the three stats.

RACES

Dwarves have +1 STR, Elves have +1 MIND, Gnomes have +1 to DEX, Half-Elves have +1 to MIND, Halflings have +1 DEX, Humans have +1 to each skill, Pixies have -1 STR, but have wings.

SKILLS

There are 4 skills : Move, Sneak, Know and Talk. At first level, characters start with 1 rank in each skill, plus 4 ranks to distribute as they please. Skill ranks can also be spent on Words of Power (see below). Skill roll = d20 + Skill Rank + most applicable ability stat.

Fortitude Saves are STR + Level. Reflex Saves are DEX + Level. Will Saves are MIND + Level.
Hit Points = (STR x 2) + 10 + 1d6/Level. If HP reach 0, the individual is dying.
Healing = 2 + STR in Hit Points per day.
Armor Class (AC) = 10 + DEX bonus + Armor bonus.

COMBAT

Roll d20 + DEX bonus for initiative. Everyone can do one thing each turn; move, attack, cast, etc. Melee attack bonus = STR bonus + Level. Missile attack bonus = DEX bonus + Level. Magic attack bonus = MIND + Level. Add attack bonus to d20 roll. If higher than your opponent's Armor Class (AC), itâ€™s a hit. Natural 20 is a critical hit, doing maximum damage. Add STR bonus to Melee damage.

MAGIC

Magic is created by speaking of two (or more) Words of Power in the Divine Tongue. Characters can spend 2 skill rank points to learn a single word of power. Spells are cast by combining an Action with a Realm and successfully making a Magical Attack. The DC for the check is dependent on the target DC of the spell. Each spell cast that day increases the DC by +2. Spells that affect inanimate objects are generally permanent. Transformations end over time. Healed damage stays healed. Every 5 (or part) points of success is equal to 1d8 effect. This can take the form of damage, healing or transformation. The effect’s damage must overcome the target’s hit points in order to force a transformation.

TARGET DC

Self = 10, Willing = 15, Organic Object = 20, Unwilling = 25, Inorganic Object = 30.

ACTIONS:

Augeo = Enhance, Strengthen, Heal, Enlarge, Repair, Sharpen, etc.
Infirmo = Diminish, Weaken, Damage, Injure, Reduce, Break, Dull, etc.
Defero = Communicate with, Sense, Read, Seek, Inform, Determine, etc.

Tempero = Control, Shape, Hold, Command, Form, Direct, Dictate, etc.

REALMS:

Corpus = body - living body of sentient beings, animals, plants.
Mentis = mind - that which normally inhabits and animates a body.
Animus = spirit - the essence or soul. Animus is difficult and must be learned last.
Navitas = energy - fire, water, air, magic, electricity, etc.
Materia = matter - solid material with no mind - stone, metal, wood, leather, etc.

HAZARDS

Falling: 1d6 damage per 10', half damage on Phys + DEX save. Poison: Phys + STR save to avoid or for half, depending on poison. Extreme Heat & Cold: If not wearing suitable protection, Phys + STR save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on each failed save.

LEVEL ADVANCEMENT

After 10 encounters (facing a monster, overcoming a difficulty, solving a puzzle, etc.) the character gains a level. Each level adds: +1d6 to Hit Points, +1 to all attack rolls, +1 to all skills (2 of the 4 new skill points can be spent on a magic word, if desired). If the level divides by six (i.e. level 6, 12, 18, etc.) add 1 point to STR, DEX or MIND.

ANIMALS

Bear 8d8+32 (68 HP) AC 15, Claw +13 (1d8+8), Bite +8 (2d8+4)
Crocodile 7d8+28 (59 HP) AC 16, Bite +11 (2d8+12), Tail Slap +11 (1d12+12)
Hawk 1d8 (4 HP) AC 17, Claw +5 (1d4-2)
Horse 3d8+6 (19 HP) AC 13, Hoof +2 (1d4+1)
Octopus 8d8+8 (44 HP) AC 18, Tentacle +10 (1d4+5), Bite +5 (1d8+2)
Rat, Dire 1d8+1 (5 HP) AC 15, Bite +4 (1d4+ disease FORT DC 12)
Shark 3d8+3 (16 HP) AC 15, Bite +4 (1d6+1)
Snake, Boa 11d8+14 (63 hp), AC 15, Bite +13 (1d8+10), Constrict (1d8+10)
Snake, Viper 3d8+6 (19 hp), AC 15, Bite +4 (1d4 plus poison)
Spider, Giant 4d8+4 (22 HP) AC 14, Bite +4 (1d8+3 plus Poison)
Tiger 6d8+18 (45 HP) AC 14, Claw +9 (1d8+6), Bite +4 (2d6+3)
Wolf 2d8+4 (13 HP) AC 14, Bite +3 (1d6+1)

CREATURES

Basilisk 6d10+12 (45 HP) AC 16, Bite +8 (1d8+3) or Petrifying Gaze (Reflex DC 18)
Dragon 12d12+40 (120 HP) AC 21, Bite + 20 (2d6+7) or Breath (10d10, Reflex DC 24)
Elemental 4d8+12 (26 HP) AC 18, Slam +9 (1d6+1), Energy Resistance
Gargoyle 4d8+19 (37 HP) AC 16, DR 5, Claw +6 (1d6+2), Flight
Ghoul 2d12 (13 HP) AC 14, Bite +2 (1d6+1 plus ghoul fever)
Giant 12d8+48 (102 HP) AC 20, Club +16 (2d6+10) or Thrown Rock +8 (2d6+7)
Goblin 1d8+1 (5 HP) AC 15, Weapon +1
Hag 8d8+8 (44 HP) AC 20, Bite +12 (2d6+6) + 5 Magic Words of Power (MA = +11)
Hell Hound 4d8+4 (22 HP) AC 16, Bite +5 (1d8+1 plus 1d6 fire)
Hobgoblin 1d8+2 (7 HP) AC 16, Weapon +2
Nymph 6d6+6 (27 HP) AC 17, Weapon +6 or Stunning Glance (FORT DC 18)

Ogre 4d8+11 (30 HP) AC 16, Club +8 (2d8+7)
Satyr 5d8+5 (27 HP) AC 15, Gore +2 (1d6+1) or Weapon +3
Skeleton 1d12 (6 hp), AC 15, Scimitar +1 (1d6+1) or claw +1 melee (1d4+1)
Vampire 4d12+3 (30 hp), AC 15, Bite +5 (1d6+4 plus 1d6 STR drain, DC 15 v. FORT to resist)
Were-Wolf 3d8+7 (20 HP) AC 17, DR 10/silver, Bite +5 (1d6+3)
Wraith 5d12 (32 HP) AC 15, Incorporeal Touch +5 (-1d6 STR, DC 20 v. FORT to resist)
Treant 7d8+35 (66HP) AC 20, Slam +12 (2d6+9), Animate Trees
Troll 6d8+36 (63 HP) AC 17, Claw +9 (1d6+6), Regenerate 3 HP per round
Unicorn 4d8+20 (42 HP) AC 18, Horn +11 (1d8+8), Protected from Evil